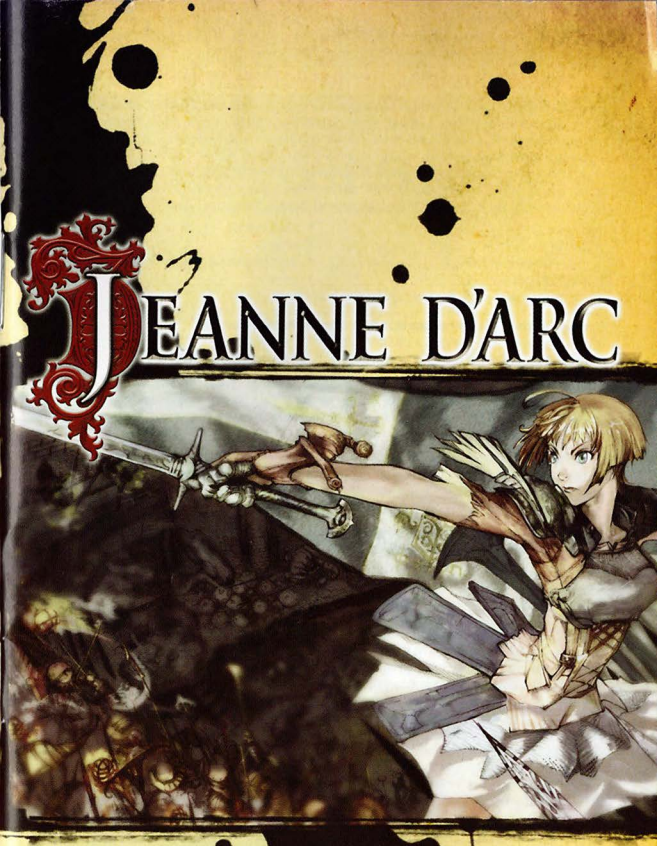
JEANNE D'ARC



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

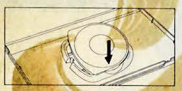
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

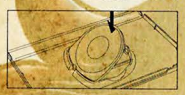
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Jeanne d'Arc Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at **www.us.playstation.com.** Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98700

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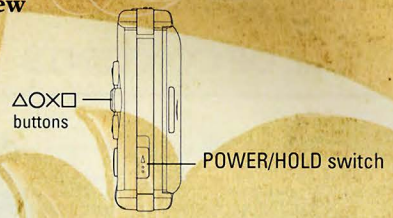
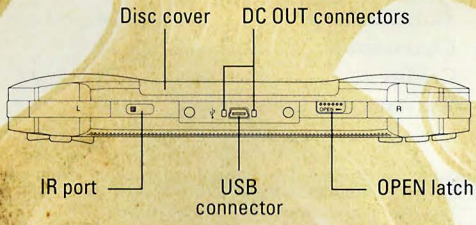
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Jeanne d'Arc disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press ⊗ of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games. Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 576 KB of free space is required for a "Save Game" file.

SAVING PROFILES AND SETTINGS

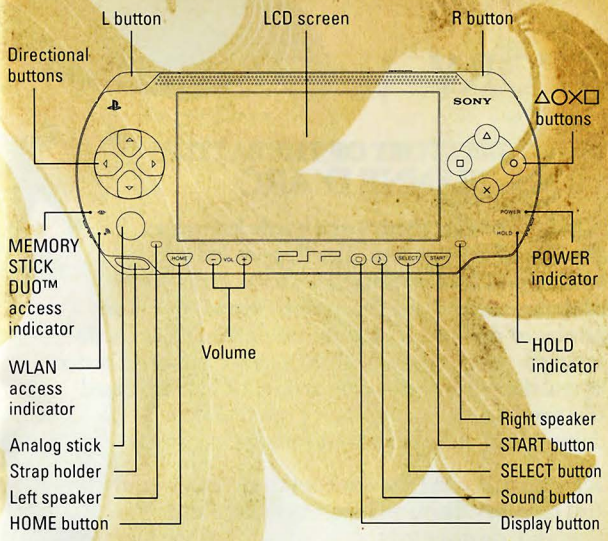
Your profile and settings must be manually saved after changing settings and options by selecting SAVE from the OUTFIT / SAVE Menu at the World Map.

Loading Saved Game Settings

Once you've saved a game, your saved game settings and data must be manually loaded by selecting CONTINUE and then LOAD or RESUME QUICKSAVE from the Main Menu.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. Note: Jeanne d'Arc supports Infrastructure Mode.

Jeanne d'Arc allows you to connect online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP® system's Instructional Manual. Note: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network.

STORY

ANOTHER STORY OF THE BATTLES OF ST. JEANNE D'ARC

A long time ago, there was a battle known as the War of the Reapers. The Reaper, led by a demon lord possessed with the great power of darkness, invaded the human world with their armies of demons. The humans pooled their battle strength, and it extended into a long conflict. In order to seal the evil, five chosen warriors of battle created five armlets, and using their power, sealed the demon lord and the reapers into sacred jewels.

Time passed until the dawn of the 15th century, and territory disputes between France and England are ongoing.

In the middle of a festival held in the small French village of Domrémy, the town is beset by attacks from demons like nothing the citizens have ever seen before. Suddenly, a girl in the village, Jeanne, hears a voice from heaven telling her to "defeat the enemies." She picks up her sword, and destroys them all.

On her right arm was an armlet quite like the ones used by the warriors of the War of the Reapers.

Guided by a voice from heaven, Jeanne, along with the young girl Liane and former mercenary Roger, heads for the castle of Charles the Dauphin. But the destiny of Jeanne and her friends, who embark on a long journey into battle to save their mother country, is yet to be determined.

CONTROLS

MENU CONTROLS

Select Menu Item.....directional buttons
Change setting.....directional buttons ←/→
Confirm / Accept selection.....⊗
Previous screen.....○
Pause / Start game.....START

WORLD MAP CONTROLS

Move Jeanne.....directional buttons
Enter Map Symbol.....⊗
Return to World Map (from Destination Display).....○
Next Destination Display.....□
Outfit Squadrons.....△
Change Point of View.....R+analog stick /directional buttons

BATTLE CONTROLS

Move Cursor.....directional buttons
Change Camera View.....analog stick
Select Item / Open Menu.....⊗
Cancel / Display Unit Action Range.....○
Change Camera Zoom.....□
Search for Available Allied Characters.....△
Rotate Stage left / right.....L and R
Toggle Unit HP ON / OFF.....SELECT
Open System Menu.....START

MAIN MENU

NEW GAME

Play **Jeanne d'Arc** from the beginning.

CONTINUE

Resume a previously saved game. Select from LOAD and RESUME QUICKSAVE.

Load: Resume your game from a previous save slot. Highlight the saved data you would like to play and press ⊗.

Resume Quicksave: Resume your game from a Quicksave in battle. Selecting this will erase your Quicksave data.
For more information, see Quicksave, pg. 19.

BROWSER

In this mode, you can use the PSP® system's wireless LAN function (Infrastructure Mode) to connect to a network and special installation sites.

OPTIONS

PREFERENCES

Music Volume: Adjust the background music volume.

SFX Volume: Adjust the sound effects volume.

Camera Controls: Adjust the camera perspective/speed during combat. NORMAL will use the traditional controls, while INVERSE reverses them.

Message Speed: Set the message speed to FAST, NORMAL, or SLOW.

Restore Defaults: Restore the Environmental Settings to DEFAULT.

HELP

Choose various items from the in-game help screen.

Anime Theatre: View animated movies you've already seen during the game.

GAME FLOW

EVENTS

In Jeanne d'Arc, the story is expressed dramatically through animated movies and conversations between its characters. You can skip these scenes by pressing START and then △, but be careful, because you may miss important information.

MAP MOVEMENT

From the World Map, you can use the directional buttons to move Jeanne to the various map symbols to reach towns and battle stages. Press ✕ to enter your destination and the story will proceed.

Note: Certain towns and battlefield stages will also let you shop or enter into a "free battle."

For more information, see World Map, pg. 12.

OUTFIT TROOPS

Press △ on the World Map to Outfit your troops. From this screen, you can equip weapons, armor, and skill stones, buy items from shops, and make your preparations for battle. You can also save, load, and change your environmental settings in the Options Screen.

BATTLE

When battle begins, either in free battles or event battles at locations, you'll be taken to the Battle Screen. Choose the units you wish to deploy, and you'll proceed into battle with your enemies. If you meet the victory conditions, you will clear the stage.

GO TO THE NEXT LOCATION

If you are victorious and win your battle, the story will continue and new stages will appear on the World Map for you to travel to.

WORLD MAP

HOW TO READ THE WORLD MAP

The World Map is a map of France, which serves as the stage for Jeanne's endeavors. If you want to look around at your surroundings, use the directional button or analog stick while holding down the R to change your view.

1. Map Stages
These symbols mark towns and battlefield stages. When you reach a destination, or a location where a Free Battle can occur, press ⊗ to enter it.

2. Control Scheme
Displays the control scheme for the world map.

3. Free Battle Icons
Indicates that a Free Battle can occur on this map symbol.

4. Shop Icons
Indicates that you can buy things from the organization screen.

ORGANIZATION

From this screen you can check your characters' Status, equip Weapons and Skills, buy Items in the Shop, and fuse Skill Stones.

STATUS

You can view details of each character's status by pressing ▣ at the organization screen. Press L and R to swap between characters.

1. Character's Basic Information
Name: The character's name.
Weapon Type: The character's item type.
Gender: The character's gender.
Lv: The character's current level.
Exp: The character's current experience. They will level up for every 100 experience gained.
Spirit Affinity: The character's Spirit Affinities and the level of those properties.

2. Stats
HP: The character's maximum stamina. When this reaches 0 they will be unable to battle.
MP: The character's maximum spiritual power. It decreases with the use of skills.
Attack: The character's attack power. This affects how much damage they do to enemies.

Defense: The character's defense. This affects the damage they receive from enemies.
Accuracy: The character's accuracy. This determines the chance that a character will hit enemies.
Movement: The number of squares a character can move at once, and their movement type.
Magic Attack: The character's magic attack power. This affects how much damage is dealt when casting spells.
Magic Defense: The character's magic defense.This affects the damage they take from enemy magic attacks.
Evade: The character's ability to evade. This determines the chance that a character will dodge enemy attacks.
Critical: Determines the likelihood of the character performing a critical hit.

3. Armlet
Shows the armlets and gems the character has equipped. Characters equipped with armlets can transform when they fight.

EQUIPMENT
Here you can equip your weapons and skills and view a list of items.

Weapons & Armor: Equip weapons and armor currently in your inventory. ⬆ (Blue letters) means it increases your stats. ⬇ (Red letters) means it decreases your stats.
Skills: Equip skill stones currently in your inventory.
Item List: Review the list of all items in your inventory.

SHOPS
You can only select this while on a map stage that has a Shop Icon. Here you can buy and sell equipment and items.

SKILL BINDING
Bind Skill Stones.
For more information, see Skill System, pg. 24.

SAVE
Save your current position.

LOAD
Resume your game from a previous save.

SKILL BINDING SYSTEM

As you progress through the story of Jeanne d'Arc, you will be able to access Skill Binding from the Organization Screen. From this screen, you can combine two Skill Stones to make a new Skill Stone.

HOW TO BIND
In order to perform Skill Binding, you need to acquire Skill Stones from battles and shops that will serve as your ingredients.
Note: You'll lose the Skill Stones you're binding once the session is completed, so make sure you think carefully about what stones you want to bind.

SEE RECIPES
Select RECIPES to view the recipes for Skill Stone binding that you have performed so far. This information will come in handy when you want to know what ingredients you'll need to make a particular Skill Stone.

SKILL BINDING EXAMPLE
The list below offers a few example recipes for Skill Stones you can make in the game. Check them out if you want to know more about general binding patterns.

[Flash Strike] + [Luna Spirit + 1] = [Crescent Arc]
[Piercing Power] + [Ice Bullet] = [Impale!]
[Sniper] + [Poison] = [Poison Arrow]
[Sol Spirit + 1] + [Sol Spirit + 1] = [Fireball]
[Luna Spirit + 1] + [Luna Spirit + 1] = [Ice Bullet]
[Stella Spirit + 1] + [Stella Spirit + 1] = [Thunderbolt]
[Attack + 5] + [Attack + 5] = [Attack + 10]

BATTLE

Battles are turn-based, alternating between your army and the enemy army. During the player turn you can give commands to your deployed characters on how to proceed in battle.

BATTLE PREPARATIONS

The preparations you make before battle are an important factor in determining your victory or defeat. Make sure to check the enemy units and terrain appearing on the stage, and based on the information you gather, choose the characters you want to deploy from your own army.

1. Make Preparations on the Organization Screen

After the victory / defeat conditions are displayed, you'll be taken to the Organization Menu. Set your equipment and skills in preparation for battle.

2. Choose Your Deployment Team

When you're done with preparations, select BATTLEFIELD from the Organization Screen to go choose the characters you will deploy. Move them over one of the squares highlighted in blue and press ⊗, and a graphic of your allied characters' faces and stats will come up.

3. Place Your Army

Press the directional buttons L and R to choose a character, and press ⊗ to place them. Be aware that some characters will be obligated to deploy on certain stages. You can press ○ to exit character placement in order to check the enemy placement throughout the stage.

4. Begin Battle

Once you have deployed the required number of characters (or press START and then ⊗), the battle will begin.

THE BATTLE SCREEN

This is the battle stage on which Jeanne fights. Press L / R or move the analog stick to rotate the stage, and □ to change the camera's zoom.

1. Commands

This is a list of all of the commands you can give for the next action a character will take.

2. Turn & Phase

Shows the current turn number and the stage's maximum turn. Each turn is broken down into allied actions (player phase) and enemy actions (enemy phase). Together, they add up to one turn, and the display will show you which phase it is.

3. Height

Shows the height of the cursor's current location. The higher the number, the higher it is located.

4. Allied Character's Simple Stats
Shows the currently selected character's stats.
5. Allied Character Unit
Shows the units of allied characters placed on the stage.
6. Enemy Character Unit
Shows the units of enemy characters placed on the stage.
7. Enemy Character's Simple Stats
Shows the currently selected enemy character's stats.
8. Damage Dealt to Enemy Prediction
Shows the predicted damage and accuracy for the chosen command dealt to the enemy.
9. Damage Received from Enemy Prediction
Shows the predicted damage and accuracy when an ally is receiving damage from an enemy.

COMMANDS

Move the cursor over a character and press ⊗ to issue a variety of commands.

Move: Move your character. Blue colored squares represent the area in which your character can move.
Attack: Execute an attack against an enemy character. Choose your attack target and the predicted damage and accuracy display appears.
Note: The top display is the ally's and the bottom display is the enemy's.

Skills: Using skills consumes MP. Your character's MP gradually charges once a battle begins.
Items: Use one of your current items in inventory.
Transform: Transform using the power of the armlet. Requires Soul Power (SP) to execute.
Status: Check your character's stats.
Wait: Wait at your current location and end your turn.

SYSTEM

Press START or ⊗ on a square where no character is standing to bring up the System Menu.

End Turn: End the player phase and allow the enemy phase to commence.
Troops: View data on all troops deployed on the map.
Report: View data on the entire map regarding victory conditions, number of units, etc.
Quicksave: Stop your game and temporarily save your progress. When you want to continue from this point, select RESUME QUICKSAVE after choosing CONTINUE from the Title Screen.
Load: End the battle and load previously saved data.
Options: Change Preferences or access the Help Menu.

CHARACTER WEAPON TYPES

Allied characters' equipped weapons all have their own attack ranges, power ratings, and special abilities.

SWORD

(Attack range: 1 square)
This weapon has an average attack power and accuracy, and many characters, including Jeanne, favor this weapon. It's possible to equip a shield in conjunction with a sword, making it a good weapon for both attack and defense.

AXE

(Attack range: 1 square)
A more powerful weapon than the sword. However, its accuracy is lower. Since the axe is a two-handed weapon and cannot be equipped in conjunction with a shield, it becomes a good weapon for when you want to finish enemies off in a single blow.

KNIFE

(Attack range: 1 square)
The knife has a small attack range, but its accuracy is great. Its high critical rating compensates for its low attack value, so it doesn't compare badly with other weapons.

LANCE

(Attack range: 2 squares)
Like the axe, the lance requires two hands to hold, which means it can't be equipped in conjunction with a shield. However, its long reach means you can attack an enemy without retaliation. In addition, you can deal collateral damage to two enemies who are lined up one behind another.

BOW

(Attack range: 5 squares)
The bow has the largest attack range out of all the weapons and can attack enemies that are far away. The maximum attack range changes depending on the kind of bow you have equipped. You can also increase your range by firing from a higher vantage point. Since it can't counterattack, place these equipped characters far away from your enemies.

Note: Bow attacks cannot generate Burning Aura.

There are other weapon types as well. Discover them to find out their special traits!

BATTLE INFORMATION

BURNING AURA (Attack Support)
When you attack an enemy, ember-like splashes will fly back into the adjacent square. This will create a "Burning Aura", and if you move a character into the Burning Aura, they will get an attack power bonus. Additionally, if the character is hit directly by the splash, they will not just receive the same bonus, but they will also be able to move while retaining the burning status. If someone who's using burning status creates a Burning Aura, it will change this into an even more powerful Burning Aura.

UNIFIED GUARD (Defensive Support)
When receiving an attack from an enemy, rings of light will link allied characters within a certain distance, and their defense power will receive a bonus. This is called "Unified Guard," and the longer the chain of characters, the greater its effect. However, Unified Guard does not occur against area attack or magic attacks.

ATTACK DIRECTION
When attacking an enemy, the direction of the attack becomes an important factor. Whether you attack the enemy from the front or the back has a great influence on your accuracy and damage. The same is true for enemy attacks. Ensuring that enemies can't get you from the side or the back is essential to any battle plan.

TERRAIN
Jeanne and her army must be able to fight on various kinds of terrain. Proper usage of this terrain will give you an advantage in battle. For instance, by putting a character with a high defense in a narrow passageway and grouping your army around him, you can force the enemy to expend greater power on movement, and then fire off arrows, magic, and other attacks with wide ranges to attack them in full force. There are also some weapons that cannot reach you depending on the height of the terrain you're standing on—make use of this tactic to decrease the damage you receive.

STAGE SPOILS
When you destroy all enemies, fulfill the victory conditions, or otherwise clear the stage, you will be transferred to the stage clear reward screen. What rewards you receive will depend on the stage, but you will earn experience and gold from most battles. Additionally, even characters that weren't deployed in combat will earn a portion of the experience earned here.

SKILL SYSTEM

In Jeanne d'Arc, you can equip mysterious stones called Skill Stones to increase your stats, or perform finishing techniques or magic in combat.

ACQUIRING AND EQUIPPING SKILLS

Acquiring Skill Stones: You can acquire Skill Stones by defeating enemies, buying them in shops, or creating them through Skill Binding.

Equipping Skill Stones: You can equip Skill Stones by accessing the Equip Menu and then choosing Skills under the EQUIP menu. You can only equip as many skills as the character has Skill Slots. You can increase your Skill Slots as you gain levels, to a maximum of six.

SPIRIT AFFINITIES

By equipping certain Skill Stones, your character will gain Spirit Affinities. The three Spirit Affinities take a rock-paper-scissors arrangement, with Sol being strong against Stella and weak against Luna, and Luna being strong against Sol and weak against Stella. Make good use of them and they can be very handy in a fight.

USING SKILLS

Skills can be used for various support purposes in combat, from attacking to dodging. However, the MP required to use skills only charges after each turn and you start with just a very small amount. More powerful skills consume more MP. Carefully consider when to use them.

SKILL TYPES

Weapon Skills (Red): These Skill Stones contain finishing moves. They cost MP to use.

Weapon Skills (Purple): These Skill Stones contain latent skills. They vary by weapon type.

Magic Skills (Green): Skill Stones with magic sealed into them. They cost MP to use.

Status Up Skills (Blue): Skill Stones that earn you stat increases and supplemental abilities. You'll gain their effects just by equipping them.

TRANSFORMATION SYSTEM

During combat, Jeanne can release the power of the gems in her armlet once per gem to "Transform" for a set number of turns. While Transformed, her stats will receive a significant increase, and her attacks will cause significantly more damage.

POINTS OF CAUTION FOR TRANSFORMATION

Transforming requires SP (you gather a certain amount each turn). You will also be forced to transform back after a set number of turns.

SPECIAL ABILITIES WHILE TRANSFORMED

Godspeed: One of the skills you can only use while Transformed. Godspeed allows you to take another action after defeating an enemy. Therefore, if you continue defeating enemies, you can potentially take unlimited actions in a single turn.

Flash of White: Another skill you can only use while Transformed. Flash of White causes glittering white swords to project outwards from the ground, causing great damage to enemies.

FREE BATTLES

Battles that players can play at any time but do not advance the story are called free battles. Free battles do not have special victory requirements like story battles do—the objective is just to let your characters gain experience by defeating enemies.

STAGES WHERE YOU CAN FREE BATTLE

You can check what stages allow you to free battle from the World Map, and you'll have more opportunities the further you progress during the adventure.

THINGS YOU EARN IN FREE BATTLE

You'll receive the same kinds of stage clear rewards from free battles that you would from normal battles. In addition, characters you do not deploy still receive a portion of the experience points.

FREE BATTLE - EXCLUSIVE STAGES

There are free battle-exclusive stages that also appear on the World Map, as you advance through the adventure. Enemies on free battle-exclusive stages are much stronger than enemies on other stages, but if you beat them, you can earn rare and important items.

COLOSSEUM

As you progress in the story, you'll be able to enter the battlefield known as the Colosseum. The Colosseum is a Free Battle stage where the player must try to win through ten consecutive battles.

1. Read the Rules Then Choose To Battle

When you enter the Colosseum you will meet the referee and hear an explanation of the rules. Once you have received the explanation, choose NO YIELD from your list of choices to go into battle.

2. Gain Rewards for Winning Battles!

The battles fought here are similar to Free Battles, but each time you fight, the enemies will get stronger. If you win, you'll gain stage clear bonuses (except for experience). If you lose, however, the game will be over.

3. Choose Your Next Battle

After each victory in battle, the referee will ask if you want to go to the next battle. If you choose YIELD, you can return to the World Map, but you will have to start the Colosseum battles from the beginning.

LIANE

Female, age 16

A bashful but kind-hearted girl who lives in the village of Domrémy. Because she and Jeanne are around the same age, they have had a sisterly relationship since they were young girls.

CHARACTERS

JEANNE D'ARC

Female, age 17

The heroine of the game. She is a lively and hopeful girl who lives in the town of Domrémy in the Duchy of Lorraine. She was born the only daughter of Shepherd Jacques, but after inheriting an armlet from a lone knight, she is drawn into the battle to save France.

ROGER

Male, age 23

A young former mercenary who moved to Domrémy village approximately two years ago. He began living there after wandering aimlessly for a few years, Jeanne's father, Jaques, invited him to stay.

GILLES DE RAIS

Male, age 27

A mysterious noble, saved by Jeanne from an attack by the English army. He seems to know about the secret behind the armlet that Jeanne wears...

HENRY VI

Male, age 6

Made England's King at a young age, he seeks to lead the demon armies to invade France. A strange look in his eyes suggests that something possesses him...

LA HIRE

Male, age 40

A superior soldier in the French army who possesses incredible physical strength. Lively and sharp-tongued, this therion also has an unexpected playful side.

DUKE OF BEDFORD

Male, age 46

The regent supporting the young King Henry. He is the one who controls the real power in England. He plans to invade France using the powers of the once-sealed Reaper.

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